

TEXAS BID WHIST ALLIANCE

STANDARD RULES OF PLAY

DEALING

- Players will pull for the deal to begin each round. High card deals first, and the deal rotates clockwise.
- Dealer must deal left to right, with no cross dealing, teasers, switch dealing or sporting the kitty.
- The dealer must get the last card.

NOTE: COUNT YOUR CARDS WHEN THE DEALER HAS FINISHED DEALING.

MISDEAL

It is considered a misdeal when:

- A card is exposed while dealing.
- An incorrect number of cards are dealt.
- Too many or not enough cards are put in the kitty.
- Cards are not dealt into the kitty.
- The first four (4) or last four (4) cards are dealt into the kitty.
- An incomplete deck of cards is used.

NOTE: If a misdeal is discovered before any cards have been played, the dealer re-deals. If a misdeal is discovered after the first card has been played, then the team that caused the misdeal will lose that hand.

KITTY

The Kitty will contain six (6) cards. There will be no sporting of the kitty. The first four (4) and last four (4) cards cannot be placed in the kitty. The bidder keeps the kitty and the partner will keep the remaining books neatly stacked.

BIDDING

Progressive Bidding – Half bidding is not allowed. A low bid **cannot** take out a high bid of the same number.

- A no trump bid beats a high/low bid. Minimum Bid is 4.
- You must **BID** or say **PASS**. BACK BIDDING is not allowed.
- HIGH = number only or Uptown. *For example:* 4 or 4 uptown.
- LOW = Downtown or Special. *For example:* 4 Downtown, 4 Special.

- No trump bids: 4 No Trump, 5 No Trump, 6 No Trump, 7 No Trump.
- If the first 3 players **PASS**, the dealer must bid at least the Minimum Bid.

IMPROPER BID

If a player makes an improper bid, that player must bid the next number in the same direction. *For example:* If a 5 no trump bid is on the table and a player bids 5 low, that player must bid 6 low. **PAY ATTENTION TO THE BIDS.** You can ask what bids are on the table prior to the first card being played. After the first card is played, you must refer to the score sheet to determine the bid.

PLAYING

Each team will play 5 rounds (5 teams/tables). Each round will consist of the Standard best 3 of 5 hands. The team to win three hands wins the round.

SCORING

Select a score keeper for the table. Record the score on the appropriate score sheet (Color Coded and pre-numbered by Round) for each hand according to the instructions and/or **SAMPLE SCORE SHEET** that was provided prior to the tournament. Once the score keeper has determined the score, please indicate with a **W** or **L** the results for the round. One team representative from each team is required to validate the score recorded with a signature. A monitor will collect the score sheets. Your score will be based on the number of rounds you won. The maximum number of rounds you can win will be 5.

TABLE ROTATION

Each table will be alphabetized and each team will be assigned a team number by the host club. **EVEN** numbered teams will rotate *forward* for rounds 2 & 3, and **ODD** numbered teams will rotate *backwards* for rounds 4 & 5. Once you complete a round, please exit the tournament area. A monitor will notify you when your next table is available.

JOKERS

The Guarantee Joker is the **BIG JOKER** in a trump bid. Jokers have no value (Nil) in a No-Trump bid. The Joker must be played the first time you cannot follow suit. If awarded a No-Trump bid, you **must** discard the Joker(s) in the kitty.

RENEGE

- A player fails to follow suit while possessing a card of that suit.
- In a No-Trump bid, a player fails to play a joker the first time a suit is led when the player does not have that suit.
- The bidder of a No-Trump bids fails to discard the Joker(s) in the kitty.
- Once a renege is proven, the team causing the renege loses that hand.
- A renege can only be called by the opposing team.

NOTE: A player can not be forced to renege. In the event, a wrong card or more than one card is exposed from your hand inadvertently, the appropriate card should be played and the play continues. However, you or your partner may not lead back with the exposed suit unless that is the only suit either of you have left. If the opposing team leads the exposed suit then the restriction is lifted. **PAY ATTENTION TO THE CARDS YOU ARE PLAYING.**

TECHNICAL (TECH)

It is considered a Technical (Tech) Call when the **opposing team** calls an official to the table to dispute a technical action. *Each technical action will be handled by the official to determine the validity of the Technical Call.* It is a technical (Tech) action for any of the following:

- A player plays out of turn (except on the last book).
- A player bids out of turn.
- A player is "talking the board" to their partner or another person.
- A player reneges by failing to follow suit on a closed book and plays the same suit on an open play. **NOTE: If a Renege is called – Do not throw in your cards. Call an official to your table for a ruling. Once a renege is proven, the team causing the renege loses that hand.**
- A player reopens a closed book without an official being present at the table.
- A player pops, slams cards or gives any type of signal – verbal or nonverbal.
- If a technical violation is proven, the violating team loses the hand.

PLAY-OFF ROUNDS

The top eight teams will advance to the Play-off rounds. The teams with the highest number of rounds will automatically earn a seat in the Elite Eight PLAYOFFS. In the event there are several teams tied with total number of rounds, the first criteria for tie-breaker will be winning percentage, then number of Bostons. Should this not resolve any ties, there will be a one-hand play-off with the winner advancing. The teams that win the round will advance to the additional placement seats for the Elite Eight

Playoffs. During the PLAYOFF ROUNDS, each team will play one round of the Standard best 3 out of 5 games.

Once the Elite Eight teams are chosen the teams are placed in a bracket format with the top teams competing against the bottom teams. The winner from each table will advance to the FINAL FOUR PLAYOFF. The two winning teams from the FINAL FOUR PLAYOFF will compete for 1st & 2nd Place and the two losing teams will compete for 3rd & 4th Place.

GENERAL RULES

- All hands must be played out unless a set is conceded by the bidder.
- All books must be completely turned down and stacked neatly before the next card is played.
- Each player must have an opportunity to see the cards before they are collected.
- Keep talking to a minimum. **Remember this is a tournament.**
- All cell phones should be on silent or turned off. No talking on phone while in tournament play.
- No Profanity. Continued usage will result in tournament ejection.
- No refunds on entry/tournament fee – period!!!
- Disputes and disagreements shall be resolved in a civilized manner without raising your voice or shouting. If there is a problem, call a tournament official to your table.
- Argumentative behavior **will not be tolerated** and will result in ejection from tournament.
- Rulings of the tournament officials are FINAL.